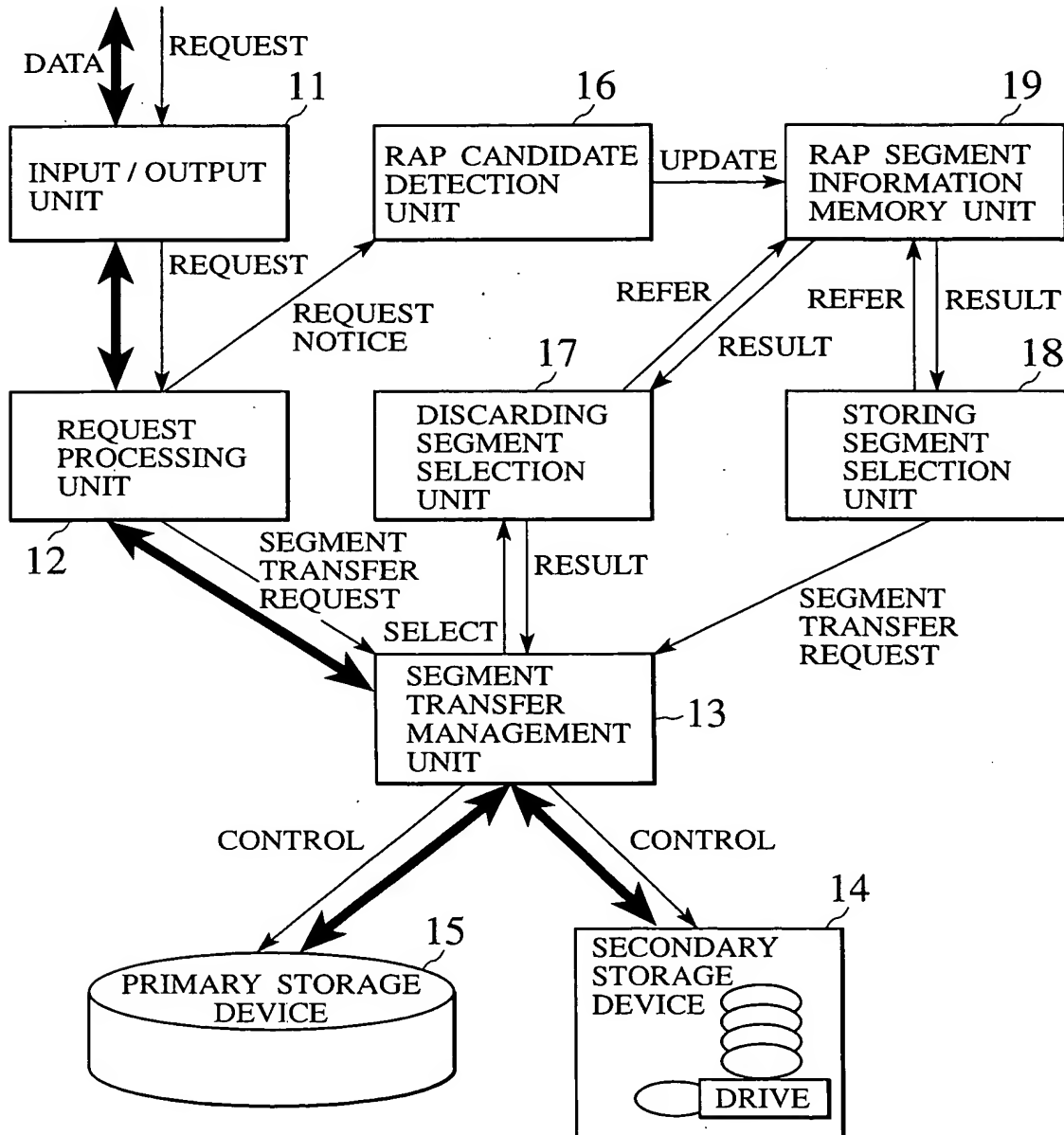


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FIG. 1

TO HOST COMPUTER VIA
CONNECTION LINE OR TO
CLIENT VIA NETWORK



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FIG. 2A

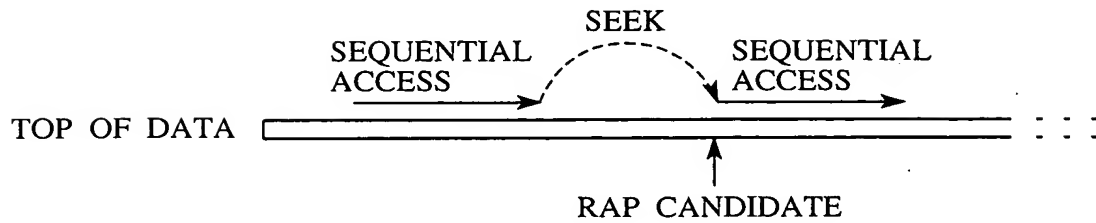


FIG. 2B

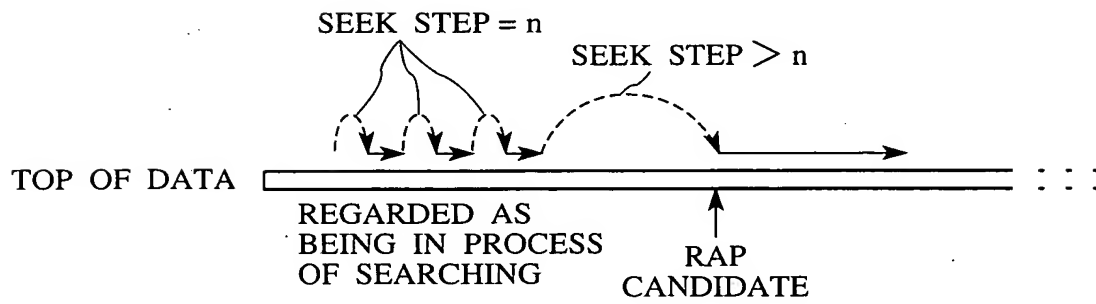
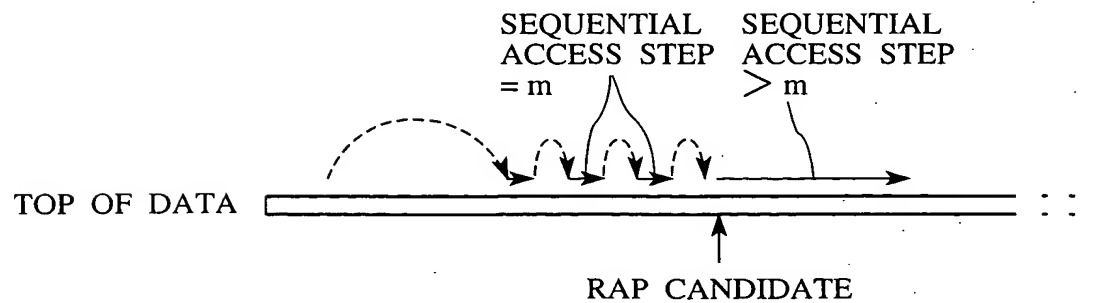


FIG. 2C



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FIG. 3A

DATA ID	SEGMENT NUMBER
2	0
2	3
2	14
11	0
:	:

FIG. 3B

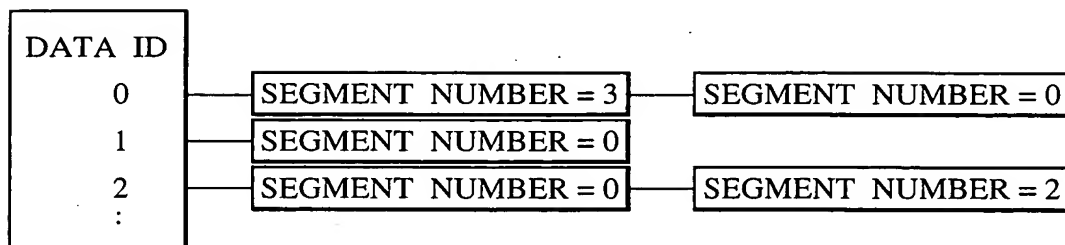
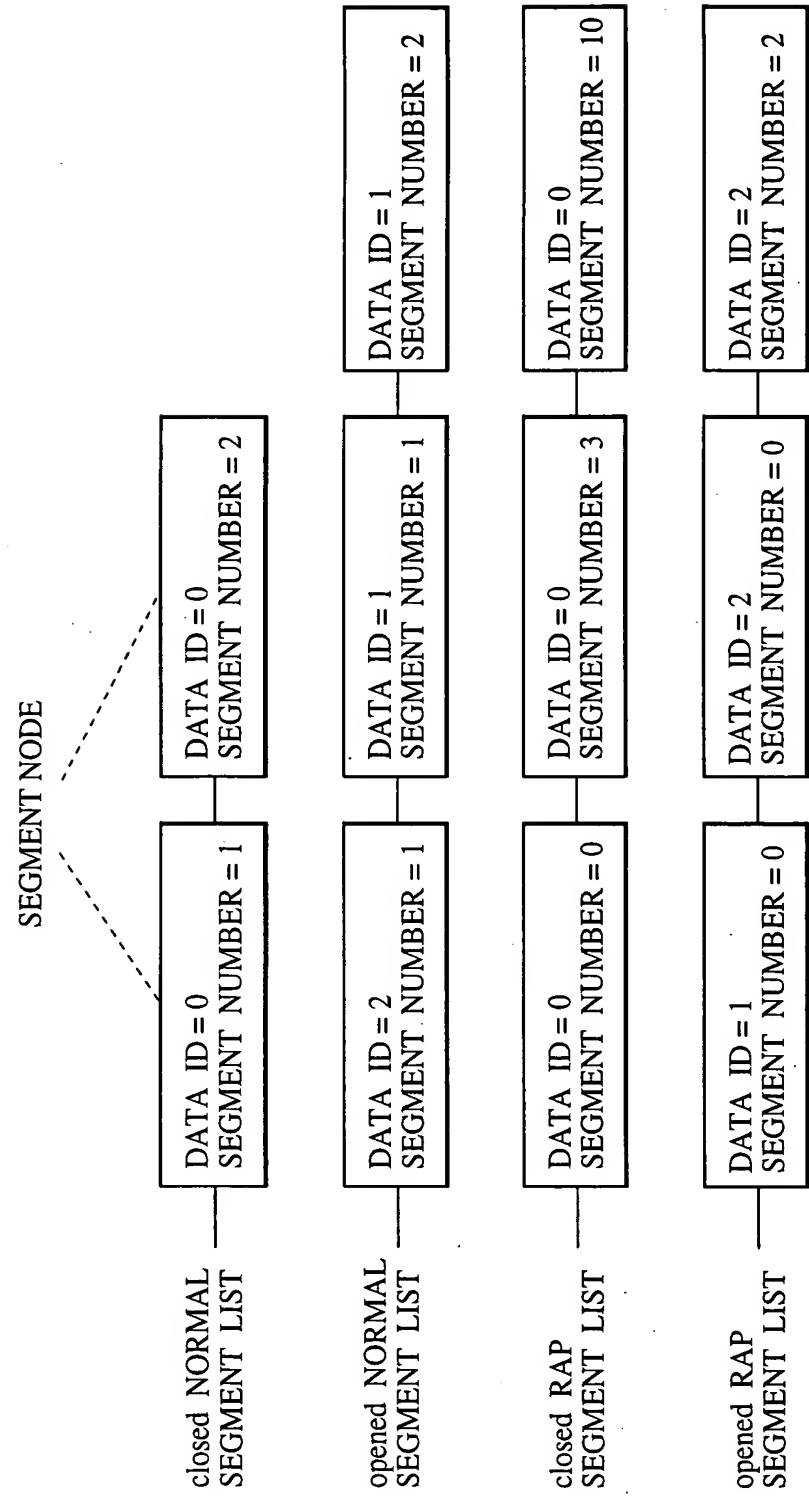


FIG. 3C

DATA ID = 2						RAP COUNTER	
DATA ID = 1						RAP COUNTER	
DATA ID = 0 REFERENCE COUNTER = 1						RAP COUNTER	
SEGMENT NO.	MEDIA NO.	RECORDING POSITION	KEEP COUNTER	RAP COUNTER		40	200
0	1	128	1	100		0	0
1	1	256	1	0		0	30
2	1	384	1	0		0	0
3	1	512	0	10		:	:
:	:	:	:	:			

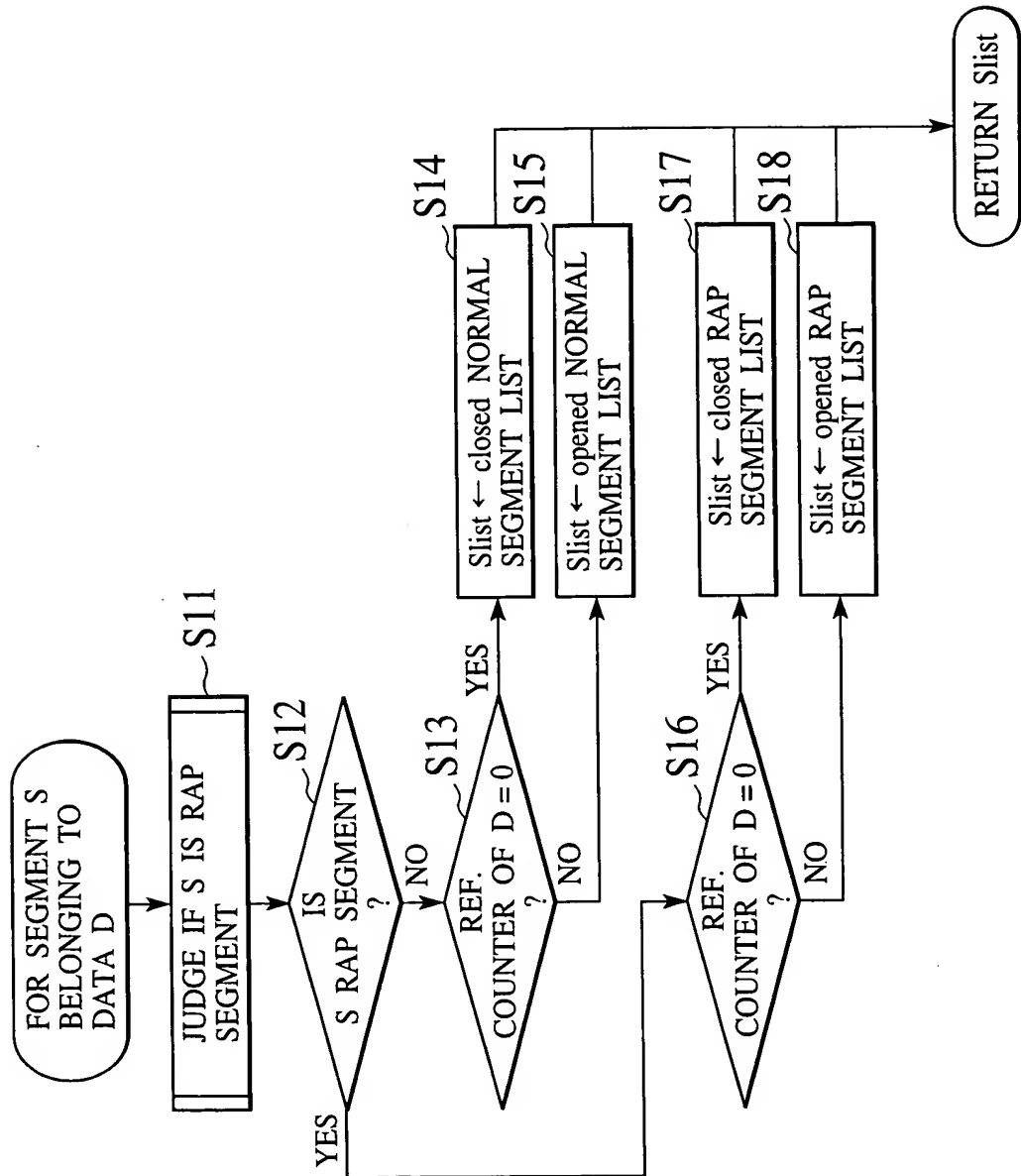
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FIG. 4



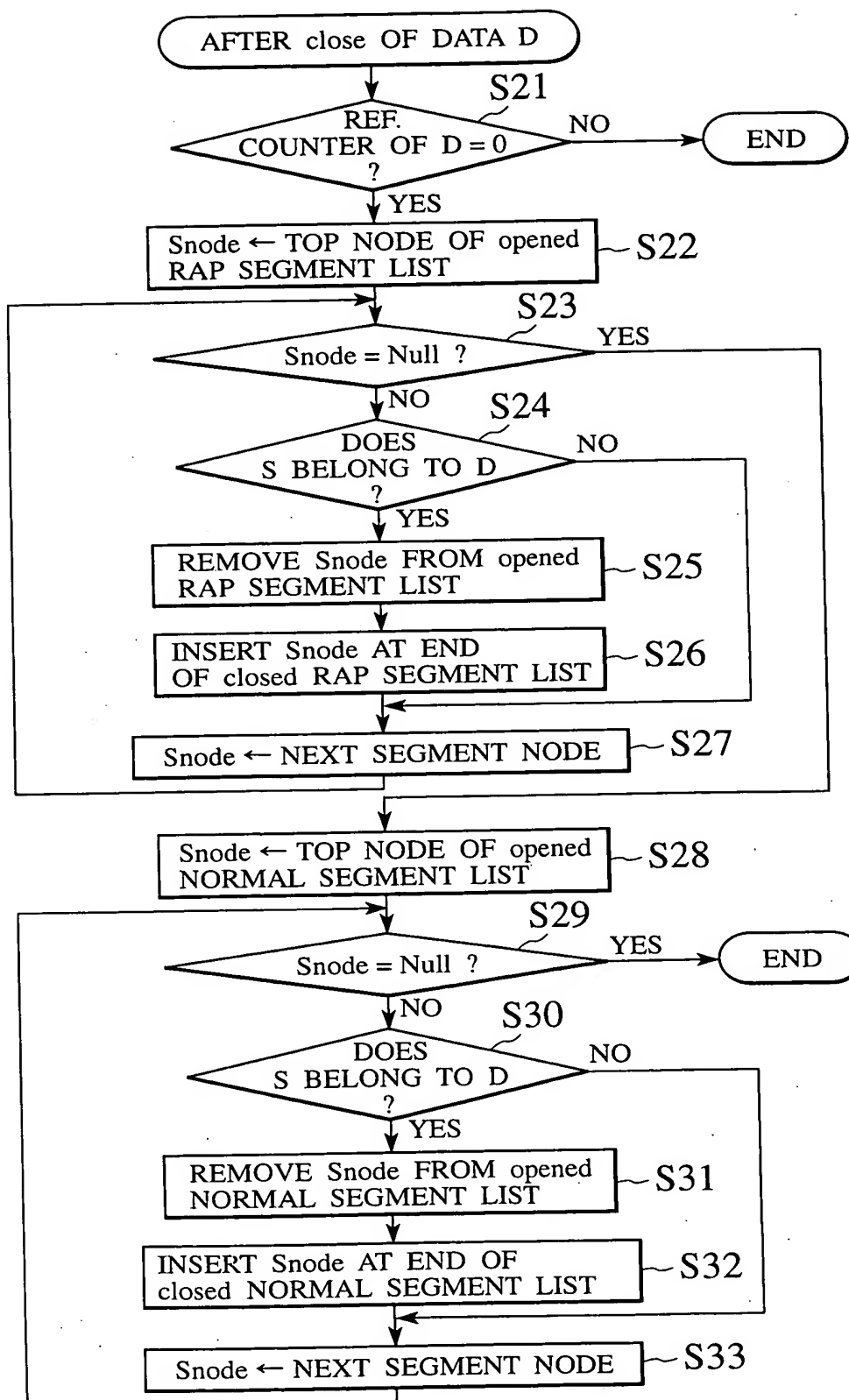
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FIG. 5



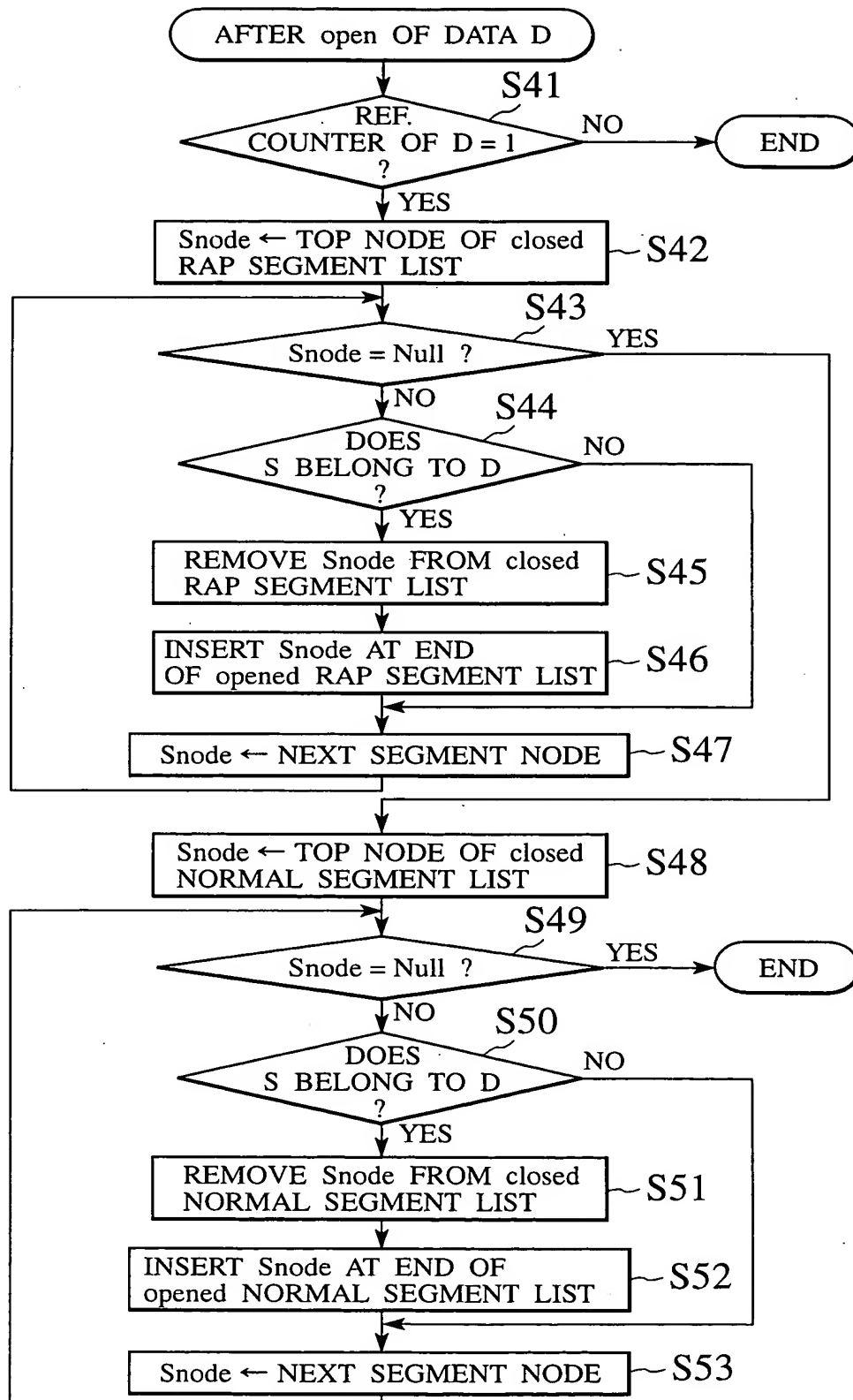
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FIG. 6



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FIG. 7



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FIG. 8

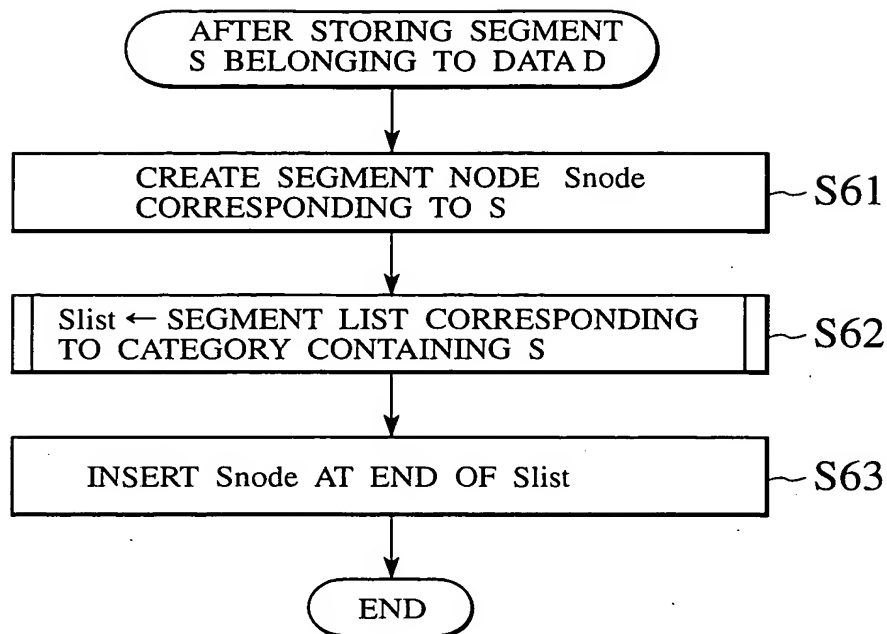
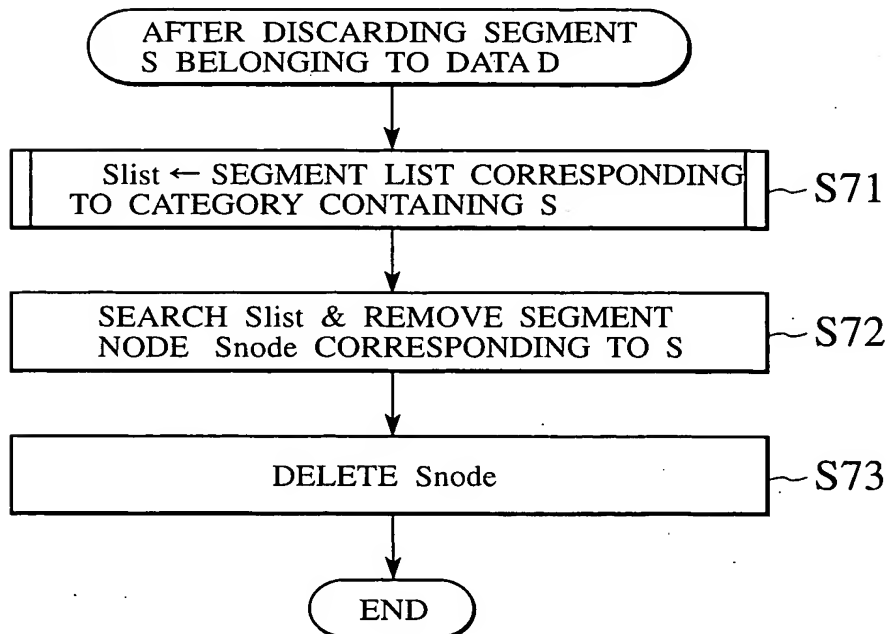
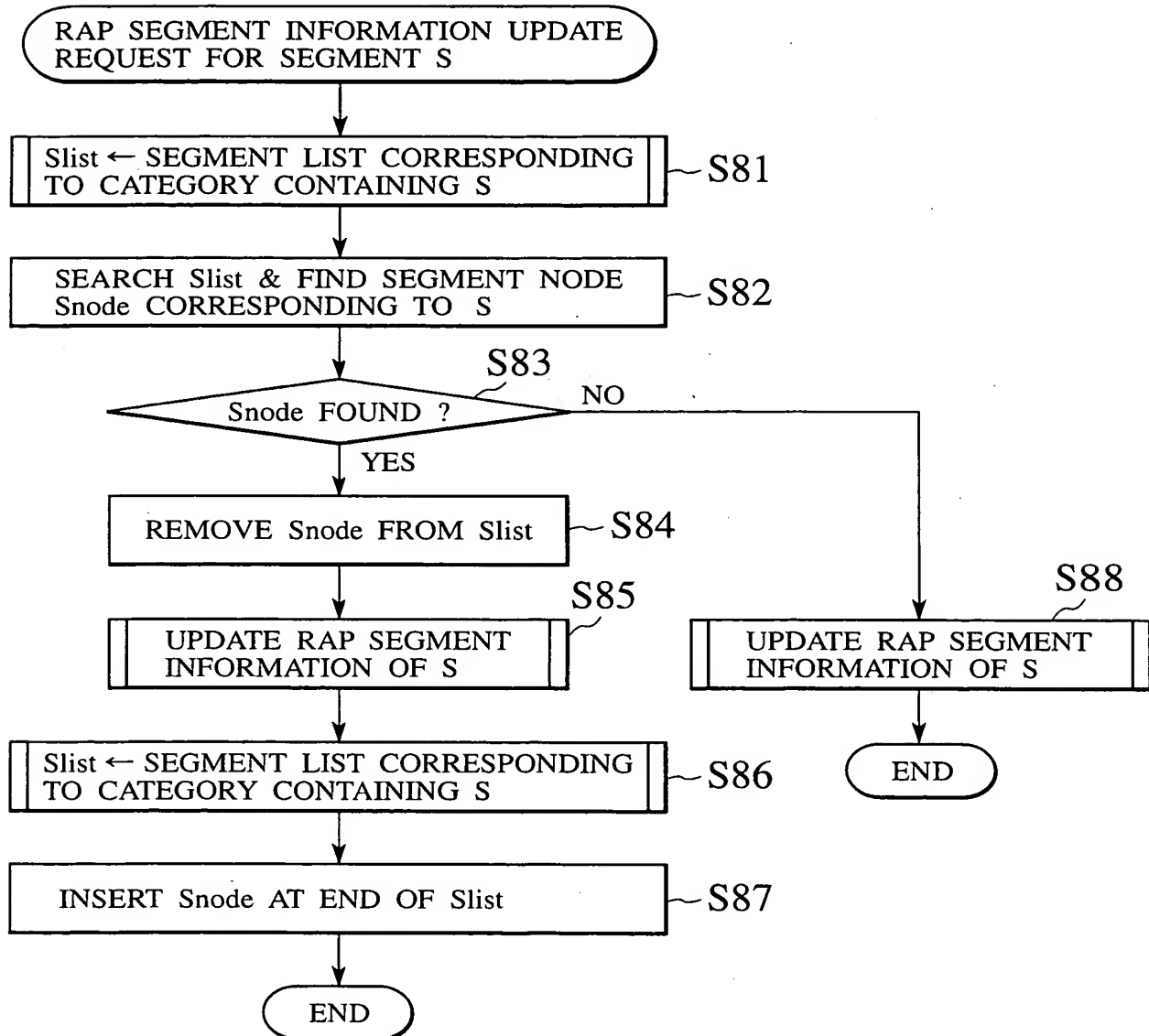


FIG. 9



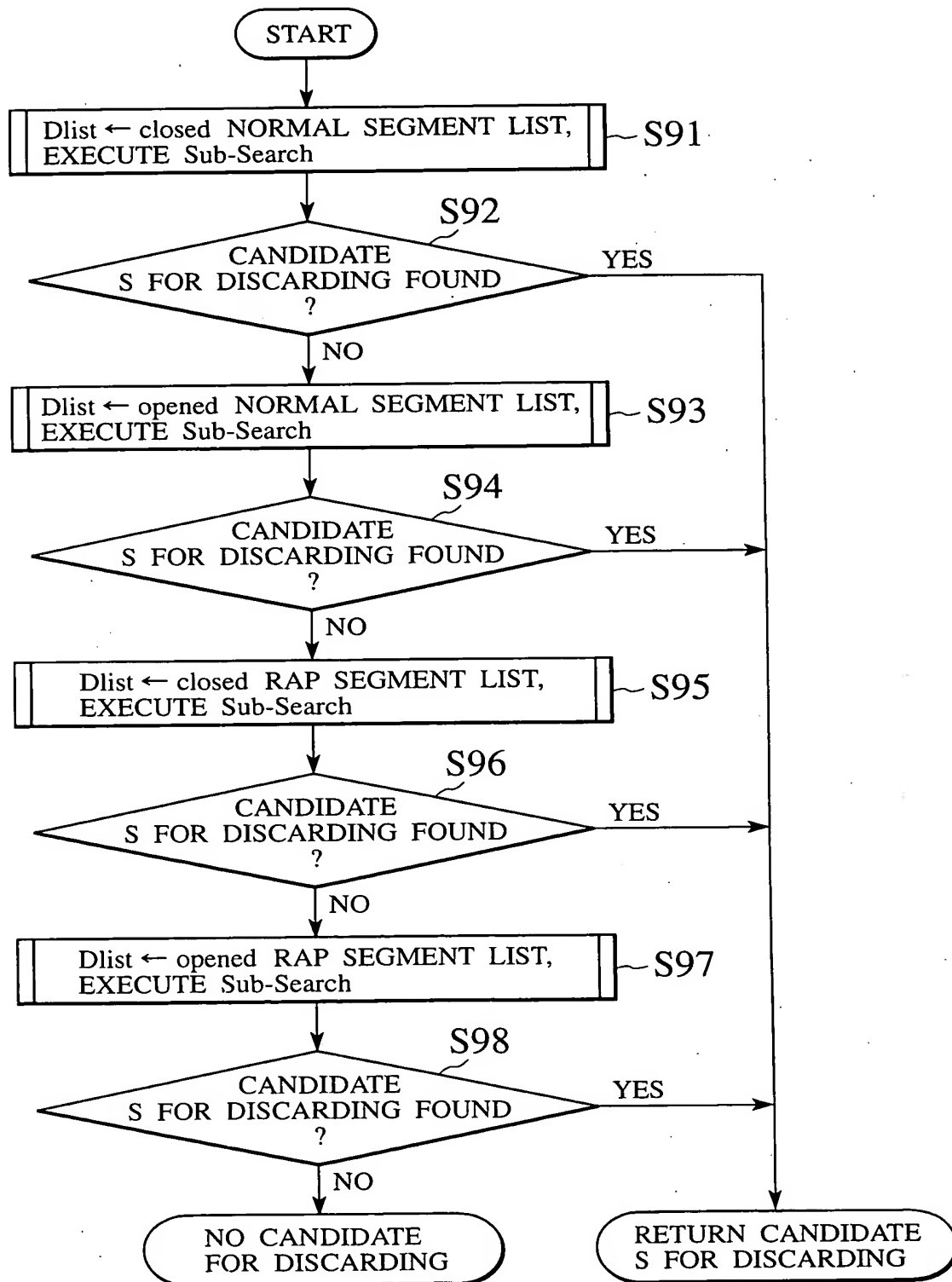
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FIG. 10



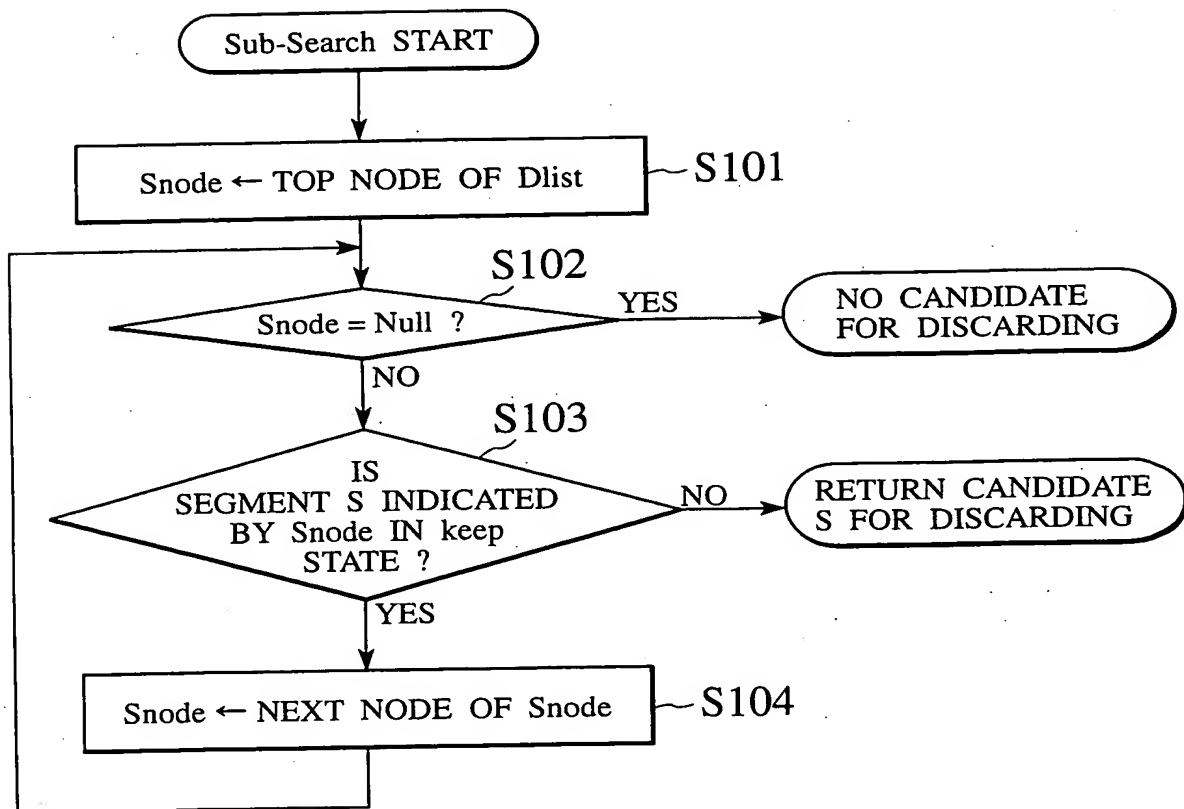
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FIG. 11



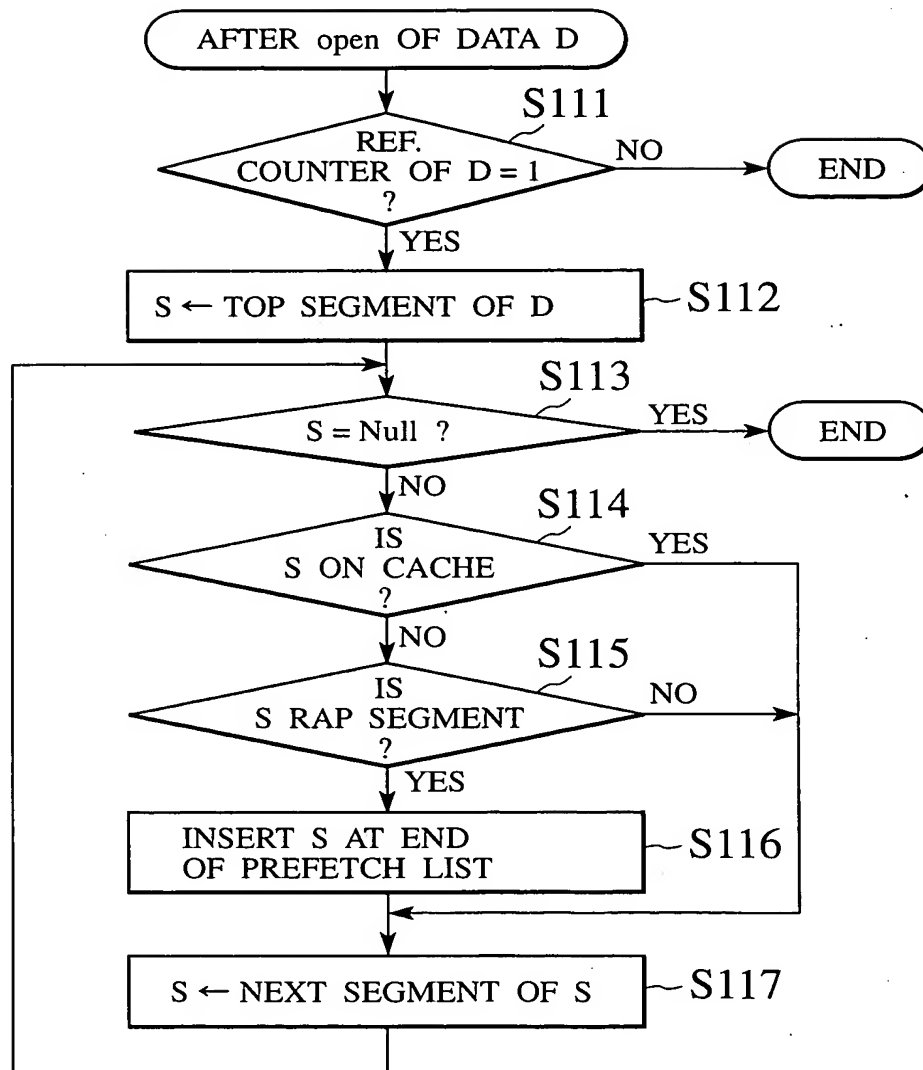
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FIG. 12



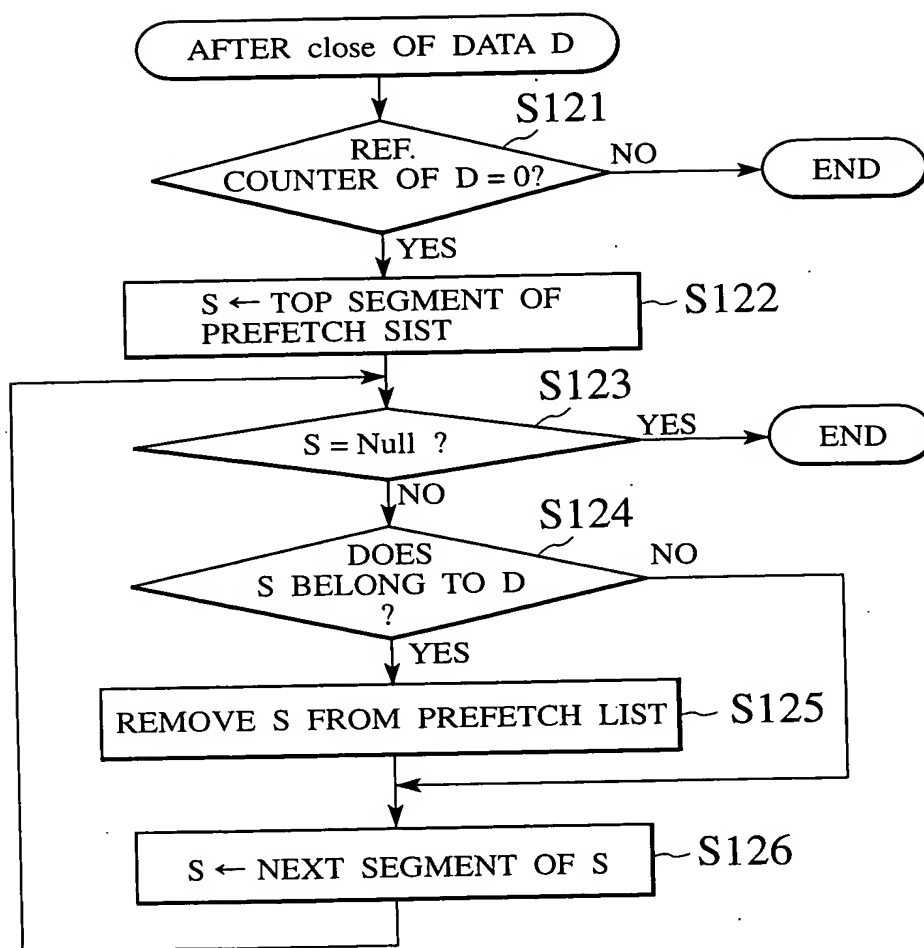
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FIG. 13



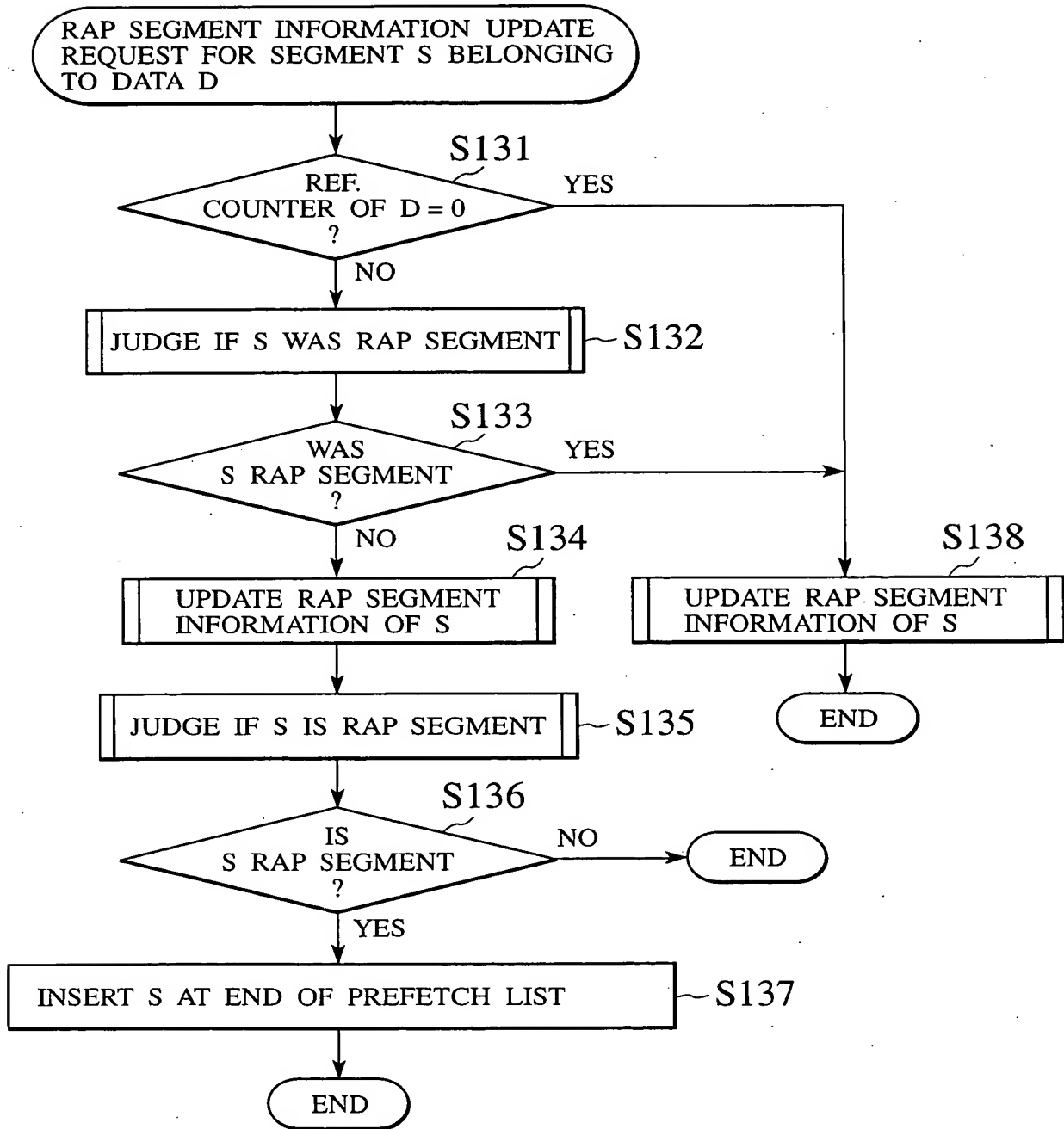
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FIG. 14



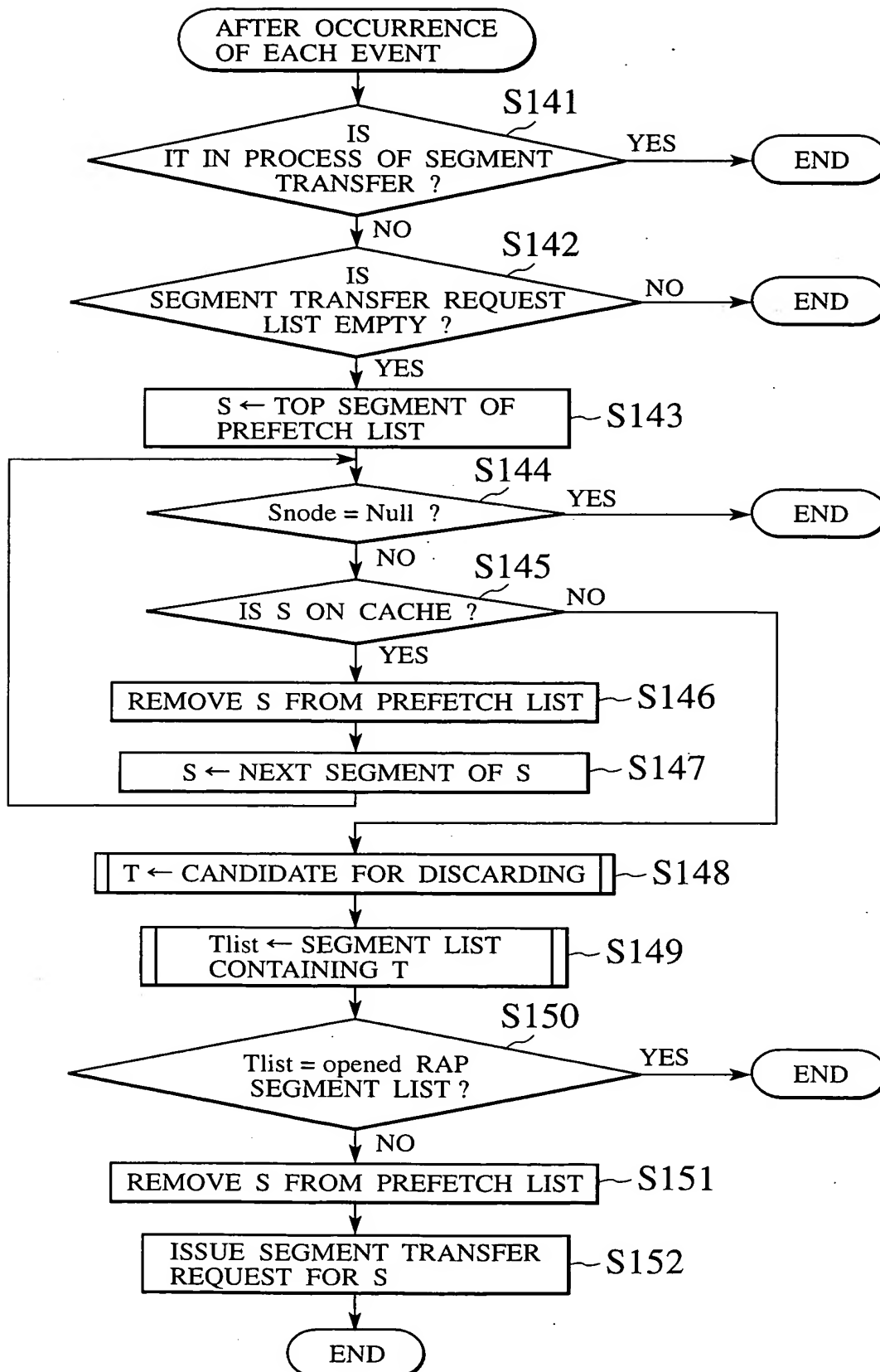
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FIG. 15



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FIG. 16



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FIG. 17

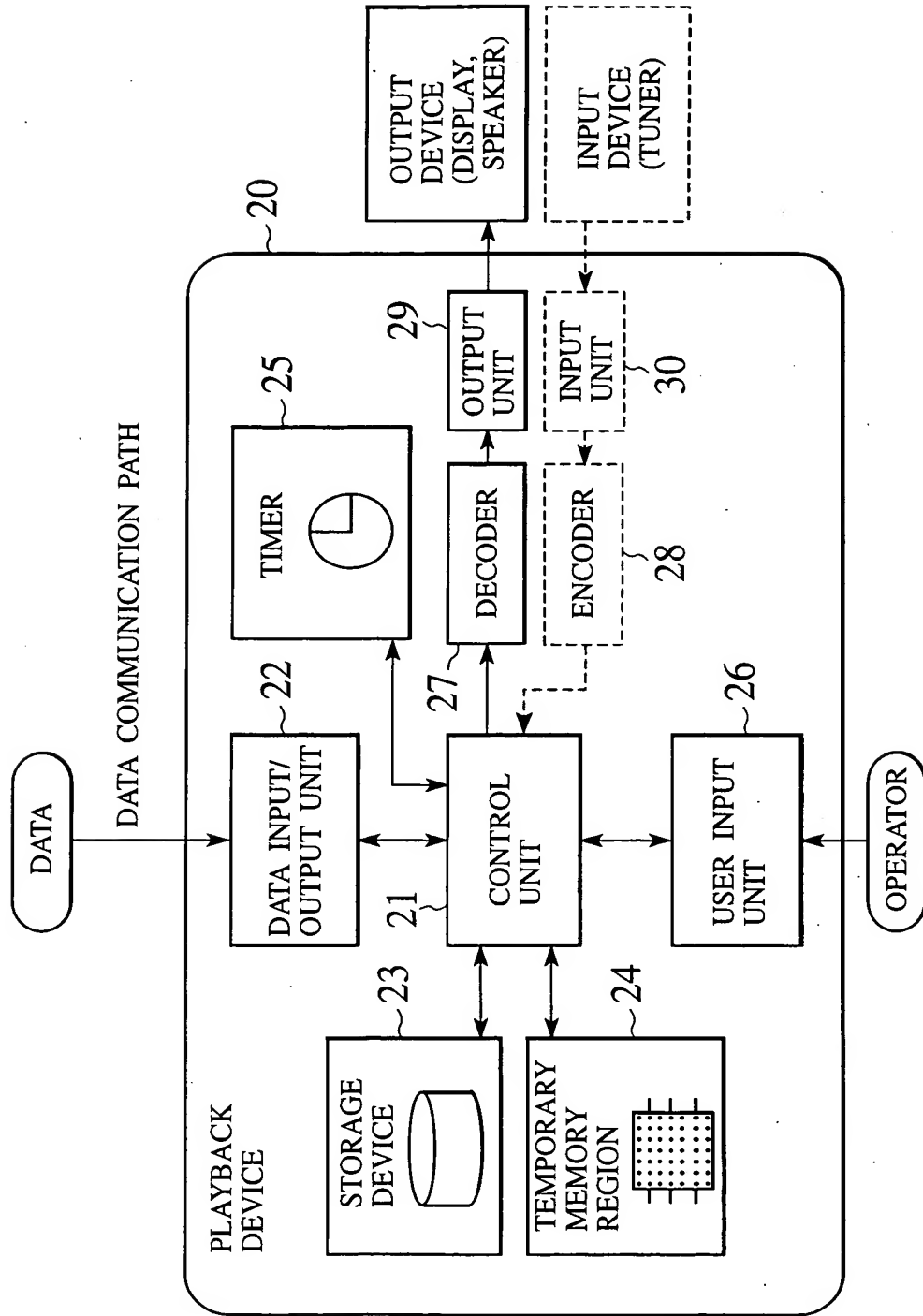


FIG. 18

PLAYBACK START INDEX LIST MEMORY REGION

PLAYBACK
START
INDEXES

IID	DID	PTR	DATE	REF	NAME	PR
7	20	2:03:00	1998/08/12	2	HIGHLIGHT	P
8	41	1:39:08	1998/03/21	1	1ST GOAL SCENE	P

IID : INDEX ID
DID : DATA ID
PTR : SEEK POINT
DATE : RECORDING DATE
REF : REF. COUNT
NAME : INDEX NAME
PR : PROTECTION FLAG

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FIG. 19

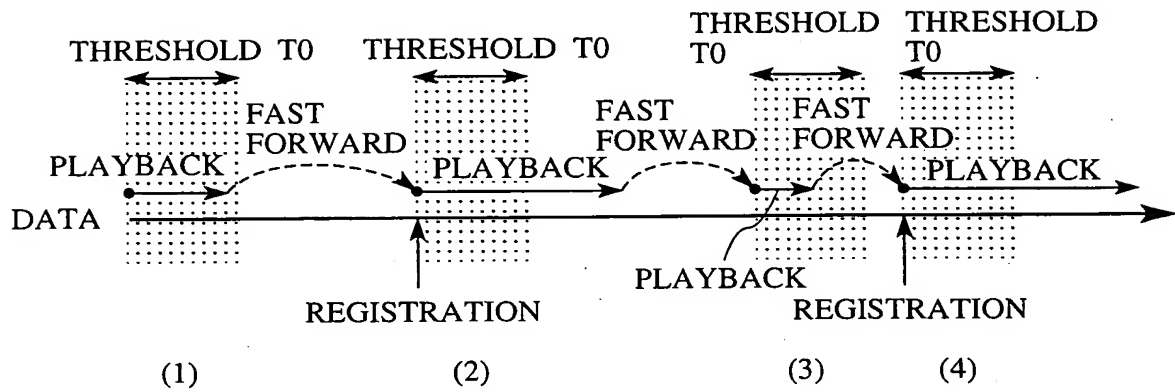
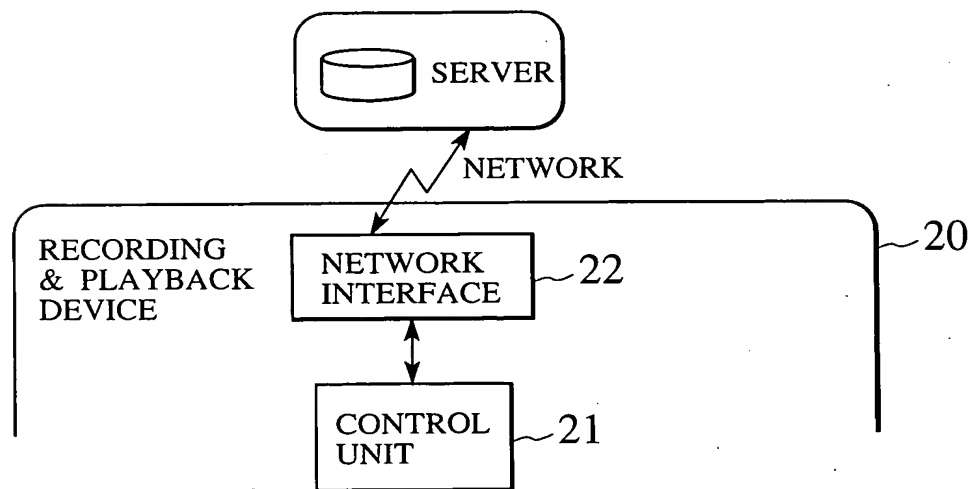


FIG. 20



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FIG. 21

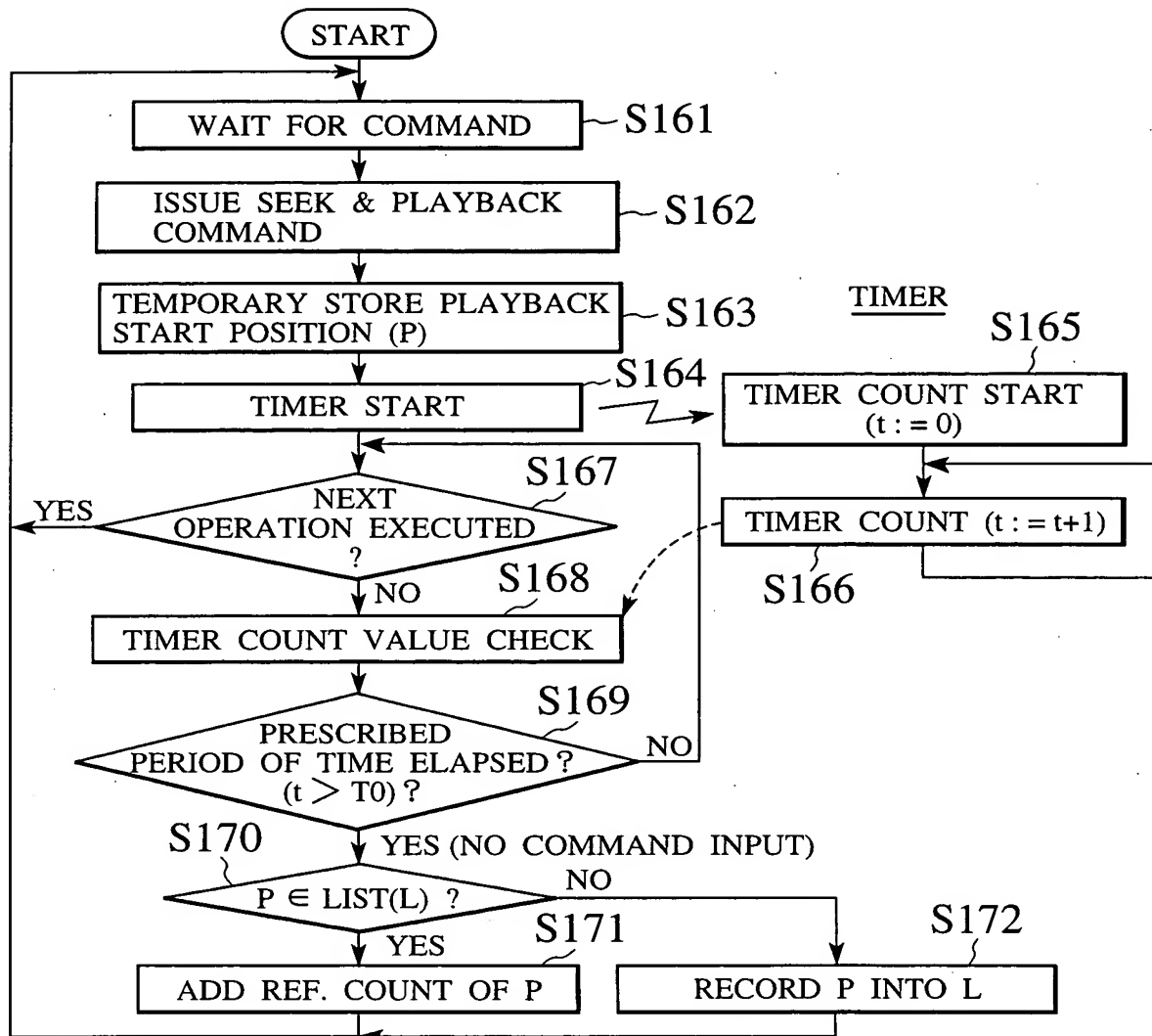


FIG. 22

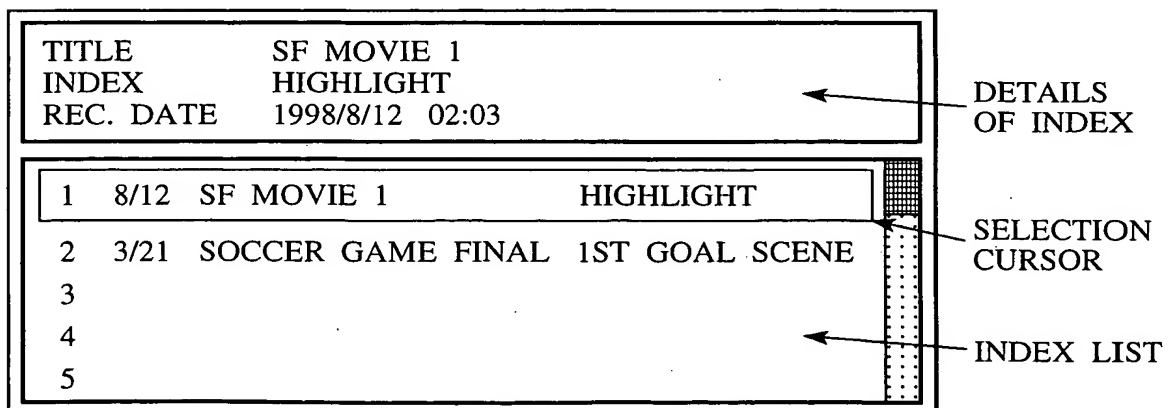


FIG. 23

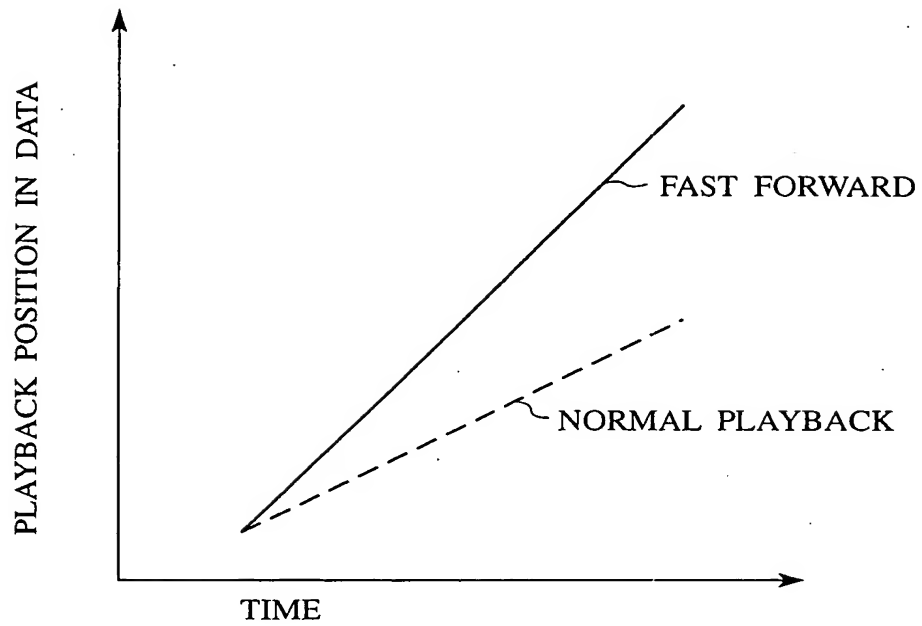
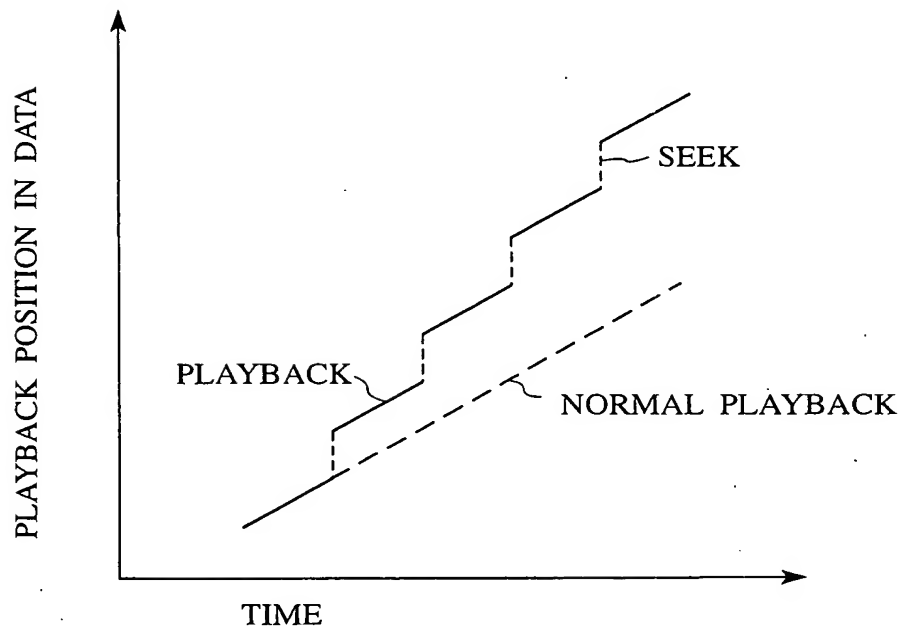


FIG. 24



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FIG. 25

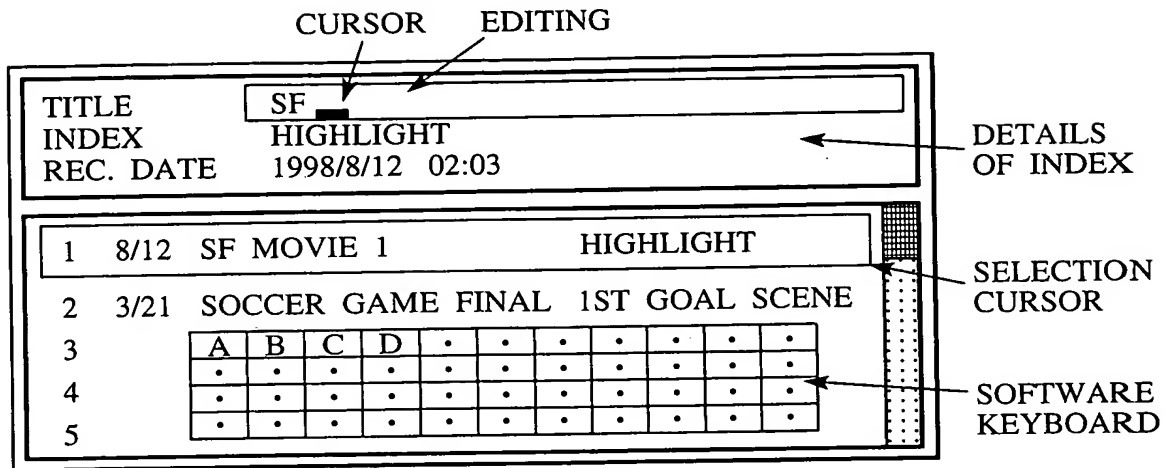


FIG. 26

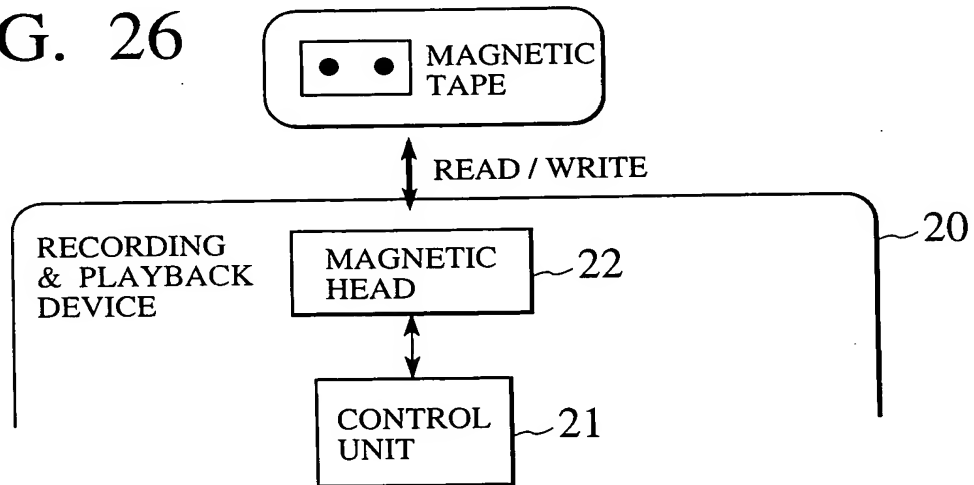


FIG. 27A



FIG. 27B

